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Subject: Re: AI Helpers

Posted by [jnz](#) on Mon, 07 May 2007 11:30:20 GMT

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all that they have done is made the person pokeable, when poked the script is attached to it. I am not doing this in LE, but W/E is possible in LE is possible the way i am doing it. I have hit another snag, though, the AI only walk a certain speed that is way too slow. Is it possible to make them go faster?

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